



USE OF EDUCATIONAL APP IN CLASSROOM TEACHING

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ABSTRACT

Innovation is the key to improvement. In current time the obsolete ideologies and methods of teaching do not work. In order to relate with children teachers need to keep themselves upgraded with new ways of teaching. For instance if a teacher is not net savvy in current times then he/she cannot make science classes interesting. Today is the age of videos and podcasts and children can easily learn through this interactive media and hence teachers of current India need to keep up with the current technology.

Most of the schools and universities in India have training program for teachers to upgrade their teaching skills. There is no harm in doing that as you should be open to learning new things. Learning never stops all your life, and for teachers to evolve, as a good teacher needs to explore themselves, and try innovative educational measures to teach children.

KEYWORDS: Educational App, Innovation, Self learning, Classroom teaching.

INTRODUCTION

"Teaching in the Internet age means we must teach tomorrow's skills today."

– Jennifer Fleming

Education is a light that shows the mankind the right direction to surge. The purpose of education is not just making a student literate but adds rationale thinking, knowledge and self sufficiency. When there is a willingness to change, there is hope for progress in any field. Creativity can be developed and innovation benefits both students and teachers.

With internet being so widely used, knowledge is just not restricted to textbooks, children have access to internet and information. In such times if teachers stick with a decade old way of teaching then it's difficult for children to relate to them. Teachers have to look beyond textbooks and take help from audio and visual aids of teaching to make a subject interesting.

Basically teaching must include two major components sending and receiving information. Ultimately, a teacher tries his/her best to impart knowledge as the way he/she understood it. So, any communication methods that serve this purpose without destroying the objective could be considered as innovative methods of teaching. The use of innovative methods in educational institutions has the potential not only to improve education, but also to empower people, strengthen governance and galvanize the effort to achieve the human development goal for the country.

Over the past few decades, influence of technology upon children and education has been immense. Education was once equated with money, but things have changed. Great education for your children is no more a dream. It's affordable. Even average families can afford a mobile phone in which applications can be downloaded.

While there are a lot of applications available at the app store, choosing the right one for your child can change the way they look at the process of learning. Educational App are making things easier for children to understand. Books are often found to be tiring and boring for children while replacing them with colourful pages and moving animations can make learning fun to the core.

Educational App- at a glance

1. Over 20 million students use apps for education.
2. The use of apps for education has increased 100% by 2 years.
3. Opting apps for education can save up to \$1.5 Million per year in classrooms.
4. 72 of the top 100 universities in the United States use apps.
5. 73% teachers access digital content from their handheld mobile device.
6. Mobile networks are accessible to more than 90% of the world's population.

NEED OF EDUCATIONAL APP IN CLASSROOM TEACHING

Lecture and textbook based learning do not help students develop 21st century skills. The norm should be students are learning content along the way to solving complex, real world problems. Students should be the architects of their own learning, because if they are, they will be able to see a real connection between the learning pathways they choose and their higher education and career paths. Therefore, we must re-evaluate the way we teach, or more importantly, the way students learn, and see where we can make changes to assure students are getting the 21st century and workforce readiness skills that they need. So the need of the study was due to the following:-

- Students can be trained to take self-learning.
- Principal or teachers can take decision to implement new methods in classrooms.
- The teacher can be trained for 21st century skills.
- The students can be released from cramming education.
- New change can be brought in learning.
- The reactions of students will be useful for making education more effective.
- Attitudes, ideas and suggestions of teacher educator towards new methods can be known.
- The students can develop understanding of more subject-matter easily and in less time.
- It would be guide for future researchers and they can handle experimental researches.

CHARACTERISTICS OF THE EDUCATIONAL APP

If used correctly, apps are a wonderful tool to engage kids, give them ownership, individualize learning, and provide different options for the same assignment. Teachers using technology effectively will broaden their student's horizons and inspire learning. Apps have the ability to continue the learning process off campus; they extend learning and allow students to move at their own pace. Whether we like it or not this is the future, a digitally connected lifestyle is all that our children know. The sooner we as adults, embrace the concept and run with it all the better for the kids. Another option is to hand over the device and let the children teach you.

ADVANTAGES OF THE EDUCATIONAL APP

1. The app focuses on curriculum framework.
2. The user interface is child friendly i.e. it is easy to use.
3. It includes illustrations, speech and music to enhance learning.

4. The app promotes critical thinking, logical reasoning and creativity.
5. It has collaborative inputs from parents and educators.
6. It helps in self learning.
7. It has a track progress of each child.
8. It provides the virtual environment, where students can not only interact with other students but with their teachers as well.
9. The activities are structured to have a broader learning goal.
10. Children control their own learning experience, the pace at which they learn and how challenged they are.
11. Computers help children to use all of their senses to extract information.
12. Children learn through creating and utilizing hands-on knowledge.
13. Computers help children develop a positive attitude towards technology.
14. Computers are beneficial in developing children's fundamental skills (i.e. letters, numbers, colours, shapes, rhythm, cause and effect, problem solving, procedural thinking, creativity).
15. Computers are really beneficial to children who have speech, audio or motor limitations because they act as a patient tutor allowing the child to learn at his own pace.
16. Computers can teach self-confidence and self-esteem.
17. Computers can teach social skills.
18. Promotes independent learning in students
19. Prepares students for the future
20. Encourages development of new teaching methods
21. Allows teachers to create an exciting way to educate students
22. It has the potential to lower textbook and tuition prices.

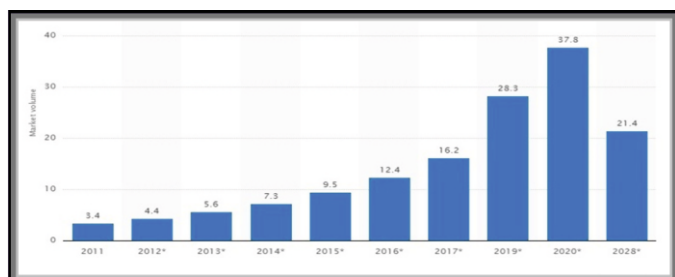
GROWING MARKET OF Educational Apps:

The global market has experienced a tremendous increase in the number of Smartphone users. You cannot understand the trends to watch out for in the development of Educational apps in 2017 unless you look at the statistics.

Global Education Apps Market 2015- 2019, has been prepared a report, based on an in-depth market analysis with inputs from industry experts. Amongst all other innovations, the development of educational apps is a major concept that is expected to drive the education technology market. Since the semi-urban and urban world is witnessing increased mobile connectivity, there exists a huge potential for growth in the global education apps market. Currently, there are more than 3.17 million applications available in various app stores, out of which approximately 15%-16% apps are categorized under education. The analysts forecast global education apps market to grow at a CAGR (Compound Annual Growth Rate) of 34.72% over the period 2014-2019. Whereas, the analysts forecast global education gamification market to grow at a CAGR of 64.34% over the period 2014-2019.

According to a new report by a research firm Research and Market, The education apps market in the United States is expected to grow at a compound annual growth rate of 28.15% in the period of 2016-2020.

Education in India is quickly making the digital transition with use of education apps by students growing by over 217%. From Online learning platform, it's clear that younger kids are taking to online studying much faster.



Source: <http://www.mobilepundits.com/blog/educational-app-market-and-scope-in-future>

MAIN DISADVANTAGES OF Educational Apps

There are also some disadvantages of Educational Apps:

- Educational App needs to be carefully chosen in order to ensure that what is holding your child's attention is also educating them at the same time.
- Some educational app doesn't make it obvious that it has no educational value.
- It is rare to find a school that has enough computers for every student, thus scheduling can become problematic.
- It is difficult to get a student's attention whenever they are on the computer.
- Muscular-skeletal injuries and vision problems can arise whenever students spend too much time using the computer.

CONCLUSION

Teachers, parents and students should be aware of the changing trends in the industry. The major ones emerging now is going cloud and being social. Smart devices with educational apps installed on them have the potential to replace notebooks and textbooks. It will altogether change the prevalent concepts of classrooms and the ways students are taught. Students and teachers can locate themselves locally or globally and be a member of the same school or university.

With the use of cloud technology, information can be stored and retrieved universally. Teachers can share learning aids such as pictures, PDFs, videos, podcasts etc. online which can be accessed from the student's smartphone or tablet. They can also grade their student's assignments and projects likewise.

Education app development holds to be the future in education, where students can learn from anywhere and teachers can teach from anywhere.

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